

MilAtari Limited Edition

Vol. IX, No. 9
September, 1990

This Month:

General Meeting

Sat., Sept. 15th, 12:00 Noon
Greenfield Park Lutheran
Church
1236 S. 115th St., West Allis

Exec. Board Meeting

Sun., Sept. 23rd, 7:30pm
Shakey's
9638 W. National Ave.

Next Month:

General Meeting

Sat., Oct. 20th, 12:00 Noon
Greenfield Park Lutheran
Church
1236 S. 115th St., West Allis

Inside:

Alternate Reality.....	3
Kid Publisher Professional.....	4
Dungeon Master vs. Chaos.....	5
8-Bit PD Update.....	7
Rambling Thoughts	7
ST PD Update	9

Michelle Gross

From the President

MilAtari Ltd. stages another successful GEN CON!

I am pleased to be able to report to you that due to the hard work and dedication of the MilAtari GEN CON staff, as well as the support of Atari Corp. and Mr. Bob Brodie, we have surpassed last year's record in terms of tickets collected by a very wide margin. With the anticipated revenues, we look forward to another healthy year for all club members. Look for a complete financial accounting from GEN CON at the September general meeting.

My thanks to all who volunteered their time and talents, especially my very dear friend, Dr. Armin Baier, who put much time into GEN CON - before, during, and after this year's event, as he has for the past two years. Armin gets little recognition from this tyrannical administrator. He's our unsung hero. He's often heard joking that he doesn't want us to find out that we can get along without him, thus the reason for his dedication and long hours of work, year round. I hope he knows that we most likely could not do without, and of course would not want to even if we could. So to Armin, a most sincere, deserving and long overdue thanks for all you do, and for your dedication, your support, and your friendship. *We couldn't have done it without you!*

GEN CON has become a tradition for our group, and it looks as though we can look forward to continuing on with that tradition for years to come. TSR has indicated that estimated attendance for this year was 11,800 people. This is a healthy improvement over the last two years. Our own records indicate that over 2,000 show goers played either Midi Maze or participated in open gaming, which makes our particular gaming area *the most popular of all GEN CON*. What a great feeling for an Atari owner!

It must have been a great feeling for Atari Corp. as well this year. Allowing Bob Brodie to attend gave them first hand knowledge of what GEN CON is about, and to what extent Atari benefits through our efforts and their resources. My feelings are that Bob gave an excellent account of GEN CON, MilAtari, and the good will and exposure resulting from the show. The reports in Znet, issue #533, reinforced that feeling. So, to Atari Corp., and to Bob Brodie, here's to many many more!

Here's an interesting tidbit from a MilAtari officer. Seems we got a call from a MACE (Milwaukee Area Commodore Enthusiasts) member who was at GEN CON. "I thought Atari was dead until I went to GEN CON and saw the MilAtari area!", the caller said. This person was so impressed with our group, that is the well organized methods in gaming, the professionalism, and the massive numbers of STs shipped and exhibited in one place, that he wanted to know about buying an ST and joining our club. What a great testimonial to Atari Corp. and MilAtari Ltd.!

There is other interesting news to report. Our good friends and neighbors, the LCACE group, has officially announced an AtariFest which will be held in November of this year. Look elsewhere in this issue for the specifics on their show. I hope to see a great showing from the MilAtari gang. I know my family and I all we be down there looking for some great bargains for under the Christmas tree. (Pssst David...hint hint...scan scan...)

For those of you who have followed the PACE show aftermath, the following might concern you. You have undoubtedly heard about the many discussions

MilAtari Ltd.

The Milwaukee Area
Atari Users Group
Post Office Box 14038
West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are \$20.00 for individuals, \$25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

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Guidelines for Newsletter Submissions

- 1) All articles must be submitted by no later than the 25th of the month prior for the next month's issue. This deadline does not apply to ads. Please contact the president or editor for ad information.
- 2) Article formats: Articles written on an ST may be submitted in Word Writer ST, First Word (not Plus) or ASCII formats. When using Word Writer or First Word, PLEASE use the word wrap feature! Articles written on an 8-Bit or other brand of computer must be submitted in ASCII (NOT ATASCII) format. Please limit formatting to normal paragraphs (no fancy indenting, etc.), to save the editor the difficult task of removing any special formatting before the article can be used.
- 3) Articles may either be uploaded in the Newsletter Room on the MilAtari BBS or turned in on ST-compatible 3 1/2" diskette.

Thank you for your contributions!

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Thomas J. Girsch

Alternate Reality

Mfg: DataSoft**Type:** 8-bit fantasy game**Rating:** "The Ultimate!"

One of the most popular forms of games in the computer world is the fantasy game. Games such as these involve monsters, swords, archery, treasure, and usually magic. While some of these games are merely "kill or be killed," there are many out there in which your character has been given a purpose (or a quest). It is to the latter group that I will devote the majority of this writing.

Fantasy gaming for home computers goes way back. (Anyone remember Zork, or older still, the AD&D game for Intellivision?) At first, these games came in the form of text or graphic adventures with simple two-word commands. Infocom then made a breakthrough with their excellent word parser that allowed you to use complete, coherent sentences to describe your actions.

Then came iconic fantasy, such as the Ultima series, in which you were able to see how the enemies were positioned in relation to your character. These provided much enjoyment, but much of the complexity of the puzzles was lost.

Next addition was the action fantasy, such as Gauntlet and Gateway to Apshai. In these games, you use a Joystick to move your character around and shoot the monsters and grab the treasures. Beyond that, there was usually nothing to those games.

Lastly, there came the latest (and I think the greatest) form of fantasy gaming, which I like to call "from your perspective" fantasies. In this form of game, you are actually put in the middle of a city, maze, dungeon, etc., and you view the area as you would see it if you were really there. This is an excellent happy medium,

because you have the ease of control and sense of relation that you had in the Ultima-style games, without giving up some of the complexities of the Zork-style. Two of the best of these are FTL's Dungeon Master(ST only), and DataSoft's Alternate Reality. It is the latter of these that I will discuss.

....the 8-bit version of the program was by far more graphically impressive than its ST complement.

Alternate Reality was somewhat of a fluke, and it got off to a very shaky start. First off, the 8-bit version of the program was by far more graphically impressive than its ST complement. Its title page alone made it worth owning. Difficulty was, many of the features of the 8-bit version simply didn't work. It seemed as though they halted the development of the program midway and released it then. The ST version, though less attractive, worked.

The general idea of the game is that you are kidnapped from earth and taken to a city in an alternate reality (hence the name) in which your only goal is to survive long enough to find a way back home. Of course, there are many who are going to try and stop you. As with most fantasies, you gain "experience" by killing your enemies. You can later gain spell casting ability by joining guilds (this feature didn't work on the 8-bit version).

Also, the city had exits that allowed one to go to other modules of the game (The Dungeon, The Palace, The Arena, and The Wilderness). So far, only the Dungeon has

seen release, and there is some doubt as to whether or not other installments ever will. (NOTE: the 8-bit version of the Dungeon works 100%). The biggest problem was that once you left the city to tackle the dungeon, you couldn't turn around. (You were supposed to have been able to).

The game has a 3-D maze look, much like Dungeon Master, but is better in one respect: the screen smooth scrolls. It's as if you're actually walking through the maze. That was a nice touch. Fighting enemies was a semi-involved process: you could try to transact, trick, or charm, as well as three or more forms of direct attack. And the creatures themselves look NICE (though not quite as nice as those in Dungeon Master).

Perhaps the nicest feature, however, was the shops and stores. Storekeepers would actually interact with you, and remember you based on your actions. You could make "friends" in bars by buying them drinks, and gain preferred customer status in certain stores. You could haggle the salesmen, etc. And some establishments even had sing-along songs. They are by far the nicest touch I have yet seen in a fantasy game.

A game as good as this, it's a wonder it has had so much difficulty succeeding. Perhaps this is because the ST version could have been much better. Or perhaps it simply didn't get much exposure. Whatever, I am recommending this game to any who can obtain it. I will also be demoing it at the 8-bit SIG at the September meeting, so anyone who would like to see it may do so then.

Other fantasies that will be demoed then are Gauntlet and Dark Chambers. I will be contrasting all of the games, but the majority of my time will go to Alternate Reality. I hope to see many people there (both ST and 8-bit). Any questions, etc., will be welcomed then. Until then, good gaming!

Michelle Gross

Kid Publisher Professional

Author: D. A. Brumleve**List Price:** \$35.00**Type:** ST Educational**Rating:** Recommended

When my children were enrolled in Milwaukee Public Schools, I volunteered my time to help teachers in the computer lab. I assisted Kindergarten through third graders and saw pretty much of what educational software was being used in the school. I'm assuming that the programs I saw the children use on the Apple systems is pretty much the same as what is being used around the country. While I don't want this review to turn into an Apple/Atari comparison article, I think that the differences in the educational programs is important to parents and educators alike.

One title I haven't seen in schools is Kid Publisher Professional. It comes with a manual for parents, one page of instructions for the child, a pamphlet with information about D.A. Brumleve's other product offerings, extra disk labels for back ups, and of course the program disk. All the materials are very well done, and I especially liked the labels, as there is an arrow on each one, indicating how the disk goes into a disk drive. You can tell that there are indeed children in the Brumleve home.

The first pages of the manual contain the copyright notice for this product. Never before have I seen such a generous policy! You are allowed to make as many copies as you want, and in fact are encouraged to do so, *for your household*. If I have 3 or 4 computers, I am not required to purchase one copy for each station. Not only that, but this liberal copy policy is extended for *schools* as well. This means that a school with 20 or so computers only needs to purchase one copy of Kid Publisher.(!?) Can you imagine the

money a school system could save? (That's our money we're talking about, by the way!)

The manual is a wealth of information that parents can take note of and use for many other programs that are used by the children in the home. Included are some suggestions on how to save the desktop in such a way that the trash can icon is not visible, thus preventing the child from accidentally throwing away needed files. Also included are instructions for configuring each child's own program disk to disallow the child from returning to desktop when quitting the program, as well as other neat hints and tricks. The arrows on disk labels I find especially useful, as I have seen in schools and also with my children's friends, how they find very creative ways to get a disk in a drive, when they don't know the proper way. This product most definitely is kid tested, mother approved!

The program itself is quite simple and easy to use. Its purpose is for the child to use his/her creativity to publish a story, complete with title page, pictures, and text. You are given a choice of whether or not you want to make a title page. If you choose to make one you can give your story a title, name the author, and the illustrator. Four fonts are available for use: outline, small, sans serif, or D'Nealian, the family favorite because it is used in our school. The only problem I had with the fonts is that it seems that the default is sans serif, and when you save your story and reload it, you have to change the font back again.

On each page, you are allowed to include an illustration. In fact, the only real complaint I have with this product is that each page must have an illustration, unless you want the top half of the page to be blank. I

would like to have a choice of including a picture or not, and if not, it would be nice to have the entire page filled with text. Anyway, back to the drawing pad. The child is given the tools to make anything he could possibly think of. There is a circle and rectangle that can be made by dragging the mouse, making it easy for the child to achieve *professional* results. They are also given the choice of freehand drawing. Fills are included, which provide the child with endless creative possibilities. The drawing pad is very well done, and suited to the child.

Just a quick comparison to the alternate programs I've seen used in schools... The "drawing" programs I've seen used have pre-made pictures, of say a man, woman, house, dog, etc. The user can pick between different backgrounds, for instance a farm, or a park-like setting. Then the child can "paste" the pictures onto the background of choice. I don't think I have to go into any more detail, or discussion on creativity, etc...I think you get the picture.

Entering text is as easy as a child's word processor can be. The text automatically wraps around, and errors can be corrected easily through use of the backspace key, or the child can point the mouse and click to relocate the cursor. I find the program can easily keep up with even the best 10 year old typist.

Once the child finishes his story, illustrates it and has a title page, she is ready to print out the masterpiece. Kid Publisher uses a screen dump routine to print, so if you are using a 24 pin, you will have problems. However, I am sure a call, or note on GENIE to D.A. Brumleve will take care of any problems you encounter.

D.A. Brumleve is the author of many very fine programs for children. If I were an Atari dealer, looking to drum up business and make some sales, (hint hint all you dealers out there) I would put together a package that included her entire series. From a

Continued on page 6

James Dale Cone

Dungeon Master vs. Chaos

Mfg: FTL Games**Type:** ST Fantasy/role playing**Rating:** Dungeon Master (excellent), Chaos (good)

Dungeon Master (DM) vs Chaos Strikes Back (CSB): short bits.

Ever get the feeling someone or some thing is following you? Ever wake up wringing wet and in a cold sweat and not remember where you are? Ever have trouble sleeping at night because you were afraid to fall asleep? If the answer to any of these questions is yes, then welcome to the realm of Dungeon Master.

At times it can seem too real to not believe, which makes it too irresistible to quit playing. After playing for awhile it is no longer a game. You find yourself on a quest - make that a mission, where it seems your very own life is threatened. To put it simply Dungeon Master (DM) is an escape from everyday life. It's like a good movie in that you forget your troubles and get swept up in the adventure. Yet it's more than that. With each success in the game you feel somehow you have affected something in your own life. You somehow get the feeling that through this game you are developing the power to change your own life. It's fantasy of course. But because it's so much fun to believe in magic and mystery I highly recommend this game to everyone!

Chaos Strikes Back is another story though. It's a shoot-em-up if I ever saw one. Oh, yes, it takes place in a dungeon and it too has monsters and magic and mysteries. Only someone forgot to scare us. I mean really what good is a bunch of monsters if they only represent notches on our "guns"? The wonderful people at FTL gave us such a great game in Dungeon Master and I am forever

grateful, but their first attempt at a sequel is a failure. Granted that it is very difficult to top one of the best computer games ever, so why even try?

Instead they should have done what everyone had hoped they would - build onto the existing dungeon. Add some new spells. Add deeper and deeper levels to the dungeon and ever more powerful creatures to these levels. A big part of the fear generated in Dungeon Master (DM) was knowing things got worse deeper in the dungeon. Let us know where we're going. Don't confuse us by going up, down, and around. Send us down to our destiny - let the fear build up, not the confusion. Make it harder to survive - instead of making manna come so easily make it come slower or better yet put a manna drain in parts of the dungeon which requires that more powerful spells be cast to get even minimal results.

Don't give us so many altars of Vi. I hardly ever used them as it is and rarely did I save a game because I feared my party might die. Give us more flasks so we can make all those potions that we know of. As it was I had to save my flasks just to make healing potions. Give us new levels of skill to work for. One member of my party is already an arch master priest. Give us different kinds of switches. Create some clever mystery about those wall hooks that look like coat hangers.

Make magical objects that do things that we can't do with spells. Also have objects that help us gain manna quicker. New spells might be: wall opening spell, temporary resurrection spell, force field spell (which can be placed in front of monsters while party flees), levitation spell (picks monsters up while party scoots under them), confusion spell (makes mons-

ters sometimes attack each other), teleportation spell (sends monsters to other location nearby), sleep field spell (requires all party members to cast - protects party from almost all attacks while they sleep), Prophecy spell (allows party to see what awaits them ahead), serpent spell (poisons any creature that has direct contact with party), etc. Have group spells which work only when 2 or more cast them. To put these new spells in the game add an additional level of spell symbols thereby increasing the amount of manna required to cast them.

To FTL: I believe the key elements for the success of Dungeon Master were:

- 1) The believability of the dungeon, the spells, the monsters and the story line.
- 2) The way the game almost drew you into the dungeon. Although FTL believes that this was accomplished by "Merging our computer expertise with art" (FTL NEWS Volume 1, No. 5 November 5, 1987), I believe it was more so accomplished by associating the characters in the game with our own emotions - namely fear. The real time perspective: the fact that our party needed food, water and rest added to our fears. Human moans, animal screams and roars, skeletons dropping in front of us, torches going out, dead ends with monsters in hot pursuit, doors creaking open then shutting were more than enough to keep us scared stiff. (More then once did I commit hari-kari by casting a fireball at an adjacent wall to rob monsters of the satisfaction of finishing me off. I must confess I did it to avoid the sheer terror of a hopeless fight for my own life!).
- 3) The feeling you get from exploring somewhere you've never been before and actually finding treasures and useful objects.

Continued on next page

MilAtari LTD. Board of Directors

Many Thanks!

MilAtari Ltd. wishes to acknowledge the following companies and individuals for their support, encouragement, patience, and confidence in our efforts for GEN CON '90. Without you, we couldn't have done it!

Thank You!

Atari Corp. - Mr. Bob Brodie
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 SSI - Leedara Sears
 TSR Inc. - Mark Olson and GEN CON Staff

MilAtari Club Picnic - Thanks!

Please show your appreciation to the following companies who have so generously donated door prize items for our picnic by supporting their products! (And writing reviews)

Antic Software
 Atari Corp.
 Cascio Music
 CT Software
 D.A. Brumleve
 Dream Park
 Micro Magic

Thank You!**Dungeon Master vs. Chaos**
from previous page

- 4) The satisfaction it gave you each time you jumped another skill level or each time you completed another floor level.
- 5) The feeling at the end of the game that you had conquered the dungeon and set the world right.

I can't help but mention a 6th reason but it's not in the game. It has to do with you and facing your own worst fears and coming out victorious. On a friendlier note, thank you, FTL, for the game of my life - Dungeon Master (DM)!

From the President
from page 1

going on about commercial lending libraries that many user groups offer as a club benefit. The very topic, I am sure, has been included on every user group executive board meeting agenda in this country. It certainly has been a hot topic on GENie! In any event, I recently learned that LCACE will no longer have an ST lending library. Hmmm...is this a trend? I don't really know. How do you feel about the practice of Copyright libraries?

On other club related topics, be sure to make our September meeting. September marks the return of the C SIG with David Mumper, and Bill Borchardt will be holding a SIG on LDW Power. We will also have an 8-bit SIG, topic to be announced.

Keep October 20th free as we are planning an open house, with some great demonstrations including DynaCADD (hopefully being run with a T-16 and math co-processor), Midi, Desktop Publishing, and much more. There will be door prizes and refreshments will be served.

Finally, a warm hello to our friend George Caron, and the members of the user group he belongs to out in Las Cruces, New Mexico. We just received a very complimentary letter along with his renewal to MiAtari. We miss George too....but hope he's out spreading the Atari word out in his remote desert hideaway. A good way to keep in touch, George, is to exchange newsletters. Will be waiting anxiously to hear from your group!

See the rest of you at the meeting.

Michelle

Kid Publisher Professional
from page 4

financial aspect, I can not imagine how *any* school board could turn down such a deal. The amount of money taxpayers could save from software is worth making the buy. If you consider the differences in software design, what educator could not take notice? Perhaps that is making an unfortunate statement about our schools and school boards....at least those who have had the opportunity to be approached by an Atari dealer....and I know there are some out there, which by the way will be the subject of another article!

Kid Publisher currently sells for \$35. That seems to be a bit high, but when you consider the generous copyright policy, it is a bargain, especially for schools. There is an offer for registered owners of Kid Publisher to purchase a text only version of this program for only \$10. It is suggested that people with sight problems find it to be useful and easy reading, while teachers and others enjoy it for general use as well. D.A. Brumleve is a well known and respected name in the Atari community, so I do hope we continue to support this vital developer.

David Glish

8-Bit PD Update

MilAtari Ltd. 8-bit Public Domain Library disks are for sale for \$2.50 per disk. These charges cover the cost of the media and handling. Proceeds from the disk sales go toward the cost of the clubs activities.

MilAtari Ltd. supports the shareware concept, and urges our members to send contributions to the authors of those 8-bit programs designated as shareware. Only by our support can we expect these authors to keep on improving their programs and writing additional ones.

I have a couple of great disks for this month. Disk 253 is a compilation of most of the important compaction programs. This is a must if you don't already have the Arc and Unarc programs. Disk 254 is designed for 8-bit users with extended RAM machines. There are a number of programs to take advantage of your extra memory. Disk 255 is a personal favorite. It is a Solitaire game that lets you use a joystick for almost all the commands during the game. Beware, it is a very addictive game. Disk 256 is the demo version of Daisy Dot III by Roy Goldman. It lets you try Daisy Dot before you send for the full Registered

version. The print from a 9 pin printer will amaze you. That's all for this month. I may have a surprise or two at the meeting. You will have to be there to find out.

DISK 253

ARC: Super Arc by Bob Puff
 UNARC: Super Unarc by Bob Puff
 DISKCOMM: Diskcomm 3.2 by Bob Puff. For compacting and uncompacting whole disks.
 SCRUNCH3: An older compaction scheme.
 SHRINK: Another older compaction scheme.
 WHATIS17: Tells what kind of compaction scheme the program is.

DISK 254

UTILITIES: SNAPSHOT.COM - SOFTBOOT.COM -
 SNAPSHOT.DOC - RAMD78XL.COM -
 RAMD78XL.DOC - RAMSCR.SCR -
 RAMOBJ1 - RAMOBJ2 - RAMCOPY.BAS -
 RAMXL.OBJ - RAMEDIT.BAS -
 RAMEDIT.DOC - XLRAMDSK.EXE -
 XLRAMDSK.DOC - RAMDISK.BAS

DISK 255 - Solitaire

DISK 256 - Daisy Dot III demo disk.

Armin Baier, Septuagenarian

Rambling Thoughts

In this past June I participated in a course of Psychotherapy in New York City; this included Erickson's modern therapy to help patients solve their own problems and Erickson's permissive rather than authoritative hypnosis. The discussion of the conscious and unconscious mind rekindled my interest in Artificial Intelligence (AI) and a simile, metaphor, or comparison to the computer and its functioning and storage of data.

The total storage area of the human brain is unknown yet it can be compared to a computer with a RAM and CACHE of over 100 megabytes; and this is only the conscious (immediately retrievable) memory or storage. The unconscious mind can be compared to the floppy disks, the hard drives, and the backup tapes or other backup storage. This unconscious mind seems almost limitless in its storage and keeps track of all our past experiences. {that is in one form or another}. Our conscious mind can only recall a portion of our past experiences or a portion of our unconscious mind. The conscious mind imprinting can be illustrated to the computers printing in normal, bold, italics,

underlined or combined printing to facilitate instant (tip of the tongue) or rapid recall or retrieval.

Other memory can be likened to *light*, condensed, or subscript printing which is more difficult to "read". Shock, stress, sorrow, and time can suppress or "trash" memory or experience; but it is not forgotten by our unconscious mind. With the help of hypnosis, self hypnosis, trance state, day dreaming, meditation one can usually recall the consciously suppressed memory or experience. This "forgotten" (unconscious) memory can then be modified, altered, explained, rewritten, or over-written so that it does not cause unexplainable problems or phobias in our daily and conscious life; conditions over we seem to have no control.

The storage of the unconscious mind is so great that automatically over-writing is almost non-existing; yet it can be changed to "sooth" our conscious behavior. A comparison in the computer exists; when a program, or file is trashed, the file or folder is not erased but rather lock to prevent its use or "retrieval". Recall of locked (trashed) files can be accomplished by special retrieval programs; therefore recovered, reviewed, rewritten, or saved. Of course the computer's storage space is not as large as our brain or mind; thus if there is not space to save another file the trashed file is overwritten with a new file and so lost forever. More rambling or "trashed thought" in the future.

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-Dave Small, Gadgets by Small

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-John Nagy, reviewer for Computer Shopper

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-Charles F. Johnson, Codehead Software

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ICD

Dennis Wilson

ST PD Update

MilAtari Ltd. ST Public Domain Library Disks are available at the meeting at a price of \$3.50 per disk, and through mail order at \$4.00 per disk. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities of MilAtari Ltd.

The MilAtari PD Libraries are intended to provide a repository for useful and interesting programs, and each file is tested before inclusion on the disk. We believe that each file is worthy of your consideration. No warranty is expressed nor implied, however, as to their content or usability. Defective disks will be gladly replaced.

DISK 276 - BOOT DISK COMPANION

A selection of accessories and programs for the AUTO folder on your boot disk. The disk is meant to be a companion to the Mil-Atari Desktop Disk (Disk 100), with additional programs for that disk if you wish to have a double-sided boot disk. This disk is a stand-alone, ready-to-run disk, however.

BIGCOLR2: Big Color Ver 2.0 - An AUTO folder program for use with monochrome monitors, which allows some low resolution and most medium resolution programs to be run on a monochrome monitor. Unlike some color emulators, it gives full screen emulation in low resolution. It produces seven different shades or pseudo colours in low resolution, three in medium. To achieve this, unfortunately, requires approximately 200K of memory. Limit accessories and AUTO folder programs as necessary. Version 2.0 of this program allows it to run with TOS 1.4.

CO_PILOT: An AUTO folder program which acts as a reminder. When run, it rings the bell 5 times rapidly to get your attention and then prints out a list of messages that remind you to do or be aware of certain things. You write your own list with either a text editor or a word processor in ASCII mode. The list is similar to the checklist that pilots and copilots use.

DESKMG33: Desk Manager Ver 3.3 - A program that goes in the AUTO folder of your boot disk. It will automatically select the correct DESKTOP.INF file for your desired resolution, and allow you to choose which AUTO programs and desk accessories will load. In addition, if one of your AUTO programs is GDOS, the program will also let you choose the ASSIGN.SYS file which

will be used with GDOS. And one of the nicest things about it is that it lets you use the mouse to select files! It can display a startup picture during bootup before entering the selection screens, in either Spectrum 512 compressed (color) or DEGAS uncompressed (monochrome) format, and a "Help" function has been added, and you configure it to bypass itself on bootup unless a key is pressed. A major new feature has been added in that you can create "preset files" which will set up your entire system with one keypress or mouse click! These preset files contain all the information that Desk Manager needs to select your DESKTOP.INF file, AUTO programs, ASSIGN.SYS file, desk accessories, and ANY other "custom" files you designate. It works on color or monochrome monitors. Features added since Ver 3.1 include selecting an entire menu of preset files from Hotwire, allowing command line control of preset files, new commands on preset screen, and calling up any preset file directly by pressing a function key. A new Preset Editor Program is included.

DIRPRINT: An accessory for quickly printing out directories of disks.

GRAPHITI: Graphiti Fun! - An accessory for "spray painting" your computer screen. If the "Machine Gun" accessory was too violent for you, then this may be the solution when you get mad at your computer! Works on color or monochrome monitors.

HD_LOCK: Hard Disk Lock - An accessory which will write protect your hard disk partitions. You can set your own configuration, or click on and off the drives to write protect. This program will work with all types of hard disks and controllers/adaptors.

MDISK43: M-Disk Ver 4.3 - This program provides 1) a sizable removable multi-function ramdisk, 2) a floppy disk copy program, 3) a fast ramdisk load/save program, 4) a hard disk backup program, 5) a optional hard disk cache program, and 6) a PS/2 compatible floppy disk formatting program.

MOUSEY: Mouse Tools - An accessory configurable mouse accelerator.

DISK 277 - UTILITY DISK

COLOR_SE: A program for easily setting your desktop colors. If you are in the habit of changing around your desktop from time to time and don't really like Atari's choice of colors then

Continued on next page

ST PD Update from previous page.

this is just what you need. If you use Hotwire, you will also be able to load up your color choice every time you boot.

- HOSTCHK:** A utility for owners of ICD hard drives. When run, it tells you what kind of Host Adapter you have connected to each hard drive on line. Note that it is not always possible to differentiate between Advantage Plus / Advantage / Advantage Micro adapters. This is particularly true when multiple Host Adapters are connected. It saves you the trouble of taking the cover off the drive.
- HOTSTAT:** Hot!Stat - A tool for the analysis of "ledger" files created by HotWire. The ledger files that HotWire creates contain a listing of programs with elapsed times used on a per-day basis. This program allows you to add the elapsed times together to determine how long you used each program.
- MINIBACK:** A mini-backup program for hard drives. Its purpose is to allow easy backup of certain everchanging files. Now you can just keep one floppy in drive A and back up certain files at any one running of Miniback.
- PERU11:** Peruser Ver 1.1 - A program designed to read ASCII text files while allowing flexibility for viewing, printing, marking and finding text within. Besides these features, Peruser also enables the incorporation of Degas compressed (.PC1 & .PC2) or uncompressed (.PI1 & .PI2) picture files. Music files can also be called, but a special file format must be used. A maximum of 3500 text lines may be loaded into the program at any one time.
- PROPRINT:** Pro-Print - A program that compresses what you print out, thus letting you print about four times more text per page, thereby saving paper.
- PRINT_A:** Print-A-Matic - The purpose of this program is to allow you an easy way to control your printer. Features include: 1) Sending control codes to your printer to enable certain features, 2) Enables grouping these features together as macros, 3) Allows saving the configuration for repeated use, 4) Enables printing of a text file from the program, and 5) Provides a test option that allows you to see what text will look like on your printer, before you print the file.
- PURGER:** This program erases all the files on a floppy disk, fast! No matter how many files are on

the disk, they are deleted in less than five seconds.

- SENTRY2M:** ST Sentry Ver 2.0m - Version 2.0 of this program for monochrome monitors. This is a program for providing password protection for access to your hard drive. Changes from Ver 1.0 include addition of sound and writing it work with TOS 1.4 and Superboot Ver 6.0.
- STSENT3:** ST Sentry Ver 3.0 - Same as above, but written for color monitors.
- TYPE:** Type - For easily reading of text files while in low resolution. The program switches to medium resolution for reading of files, then back to low resolution upon exiting the program. It therefore gives you 80-column display of text files even in low resolution. It has fast forward and reverse scrolling, and it uses less than 16K of memory. Commands are entered in the ledger line at the bottom of the screen when the program is running.
- U_DELETE:** Ultra-delete - When you delete a file on a disk, it is not truly erased. If you have a file that is confidential, you may not wish to simply delete it from a disk. Anyone who comes in contact with that disk will be able to get a hold of the deleted file using a simple undelete utility. This program will guard against such an occurrence. The program will not simply remove the file from the directory, but it will overwrite every byte of the program with random characters. The file will be complete gibberish to anyone who tries to recover it. Obviously, caution is advised when using this program.

DISK 278 - EDUCATIONAL DISK

- CINEMA:** Simple Cinema - This is a simple animation program designed especially for kids. Nothing too advanced here, just simple block drawing that comes alive when touched by a child's imagination. Give the youngsters some colors to work with and some closed areas (like boxes) to fill in, and then stand back. Using a palette of four colors, the child may draw anything that comes out of his/her mind. The finished drawing can then be duplicated with small or large changes made sequentially. The pages are then "flipped" on-screen to create the illusion of movement. While this program is primarily an educational kid's program, there is no reason why adults can't give it a whirl, too. It makes a good introduction to what animation really is, and it can be quite fascinating and satisfying to see your individual drawings come to life.

Continued on next page

ST PD Update
from previous page.

KV_PARK: Butterfly in the Park - Be a butterfly. Fly around a park, creating activity where you go. You will find children playing, trees, hot air balloons, and more. For children, ages 2-5. Low Resolution only.

WEEGAMES: Wee Little Games - This is a collection of activities designed with the idea of a small child sitting on their parent's lap, enjoying each other's company as much as the games themselves. Games included are Match Letters, Match Numbers, ABC's, Compare Shapes, Count, Add, Subtract, Draw, and Names (Learn to Type).

DISK 279 - GAME DISK

NOVA: Nova is a fast-paced shoot-'em-up arcade game that runs in low resolution color. The instructions are simply blast everything that moves, survive as long as possible and amass the greatest number of points you can. Use the joystick or the keyboard.

OH_CRAPS: Oh Craps! - Many people who play craps regularly swear that you can win with the right system. A statistician will obviously tell you otherwise. In any case, the game offers a wide variety of bets, combination bets, and betting sequences. American casino rules are observed in this video version, so if you are practicing for your next Vegas trip, it will come in handy.

RORKE: Rorke's Drift - This is a simulation of the famous battle between 137 British soldiers and 4,000 Zulu warriors over a period of two days. Remember the classic film, Zulu? In this game you are in charge of the British soldiers and it's up to you to defeat

the Zulus with the odds stacked at 40 to 1 against your men. Can you survive? You control each of the 137 men at Rorke's Drift and you decide when they advance, retreat, rest, aim, fight and fire. Each man has his own skill level for shooting and fighting hand to hand. Superb graphics and mouse control are featured in this unusual strategy game.

DISK 280 - GAME DISK

FIGHTER: STellar STarfighter - As a rookie cadet, you will need to prove your worth to the fleet by carrying out a very difficult mission. You must fly through STellar STarspace in your STellar STarship until you find the caged Amigon, shoot him, and then return back to STellar Starfighter headquarters. Two additional levels of difficulty must be overcome before full STellar STarfighter STatus can be awarded. A side-view scrolling arcade game played with a joystick.

KLONDIKE: A colorful version with good graphics of this solitaire card game.

NAARJEK: Naarjek Data Systems - Can you "hack" your way through Uncle Carl's security system and gain access to some of the programs he's got hidden in there? There are lots of clues and lots of back doors all over the place. It's just a matter of finding them! If you can't, you can always work your way through the various security levels and checks.

STUSPOOL: Stu's Pool Table - This is a simulation of a pool game for one or two players using six, seven, or nine balls. Excellent graphics and sound that can be switched on or off.

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